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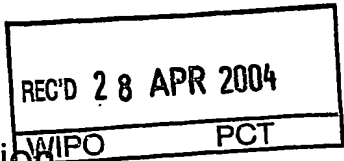
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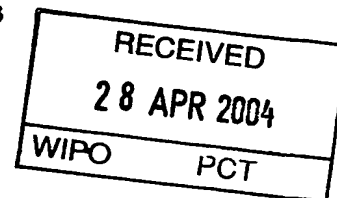
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Bezeichnung der Erfindung/Title of the invention/Titre de l'invention:
(Falls die Bezeichnung der Erfindung nicht angegeben ist, siehe Beschreibung.
If no title is shown please refer to the description.
Si aucun titre n'est indiqué se référer à la description.)

Method for presenting menu buttons

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Method for presenting menu buttons

Field of the invention

5

This invention relates to a method for presenting menu buttons for an optical storage medium.

10 Background

Today's optical storage media formats are capable of supporting visual menus, e.g. for content management or control functions. Applications of such visual menus are the selection of one out of multiple titles on the disc, the selection of a chapter within a title, and others. From the user perspective, such menus consist of a number of buttons shown on the display. The user may navigate within the menu, e.g. by pushing the up, down, left and right buttons on his remote control to select a menu button, and may activate a menu button through some kind of "OK" button on the remote control. An indicator, usually a highlight or an arrow, may provide feedback to the user, showing which button is currently selected or activated. A menu button may have one of the states "normal", "selected" or "activated".

However, known DVD menus are rather limited concerning extra features, since they contain only static visual buttons.

Further, a subtitling specification contained in the document "ETS 300 743: Digital Video Broadcasting (DVB);

Subtitling System" (DVB-ST), provided by the European Telecommunication Standardization Institute (ETSI), is known for embedding subtitles into video sequences.

5
Summary of the Invention

The present invention may provide to the user who operates an electronic menu related to an optical storage medium a more flexible menu system than known from DVD-Video. Particularly, the disclosed method allows operating menu buttons that are not being displayed, as disclosed in claim 1. Further, a method is disclosed to enhance menu pages by adding non-button objects, e.g. text or graphical symbols. Usually the menu data will be read from the storage medium and processed by an appropriate processing device, so that the data can be used for creating a menu for controlling e.g. a presentation of audio and/or video data stored on the medium.

20
According to the invention, only some buttons of an electronic menu are shown on a display, while the menu may comprise further functions that are not represented by buttons on the display, but the further functions may also be activated via a user interface. Additionally, a sound or sound sequence may be attached to some or all menu buttons, depending on the buttons state. Sounds are e.g. a click or a melody, or a speech sequence. The current invention also provides a data structure to describe the new features.

30
Advantageous embodiments of the invention are disclosed in the dependent claims, the following description and the figures.

Brief description of the drawings

Exemplary embodiments of the invention are described with reference to the accompanying drawings, which show in

Fig.1 a multi-page visual menu including invisible buttons;

Fig.2 a visual menu page including a non-button object.

Detailed description of the invention

The format for Blu-ray Pre-Recorded menus foresees 3 images for 3 button states. There is one image for the 'normal' button state, one image for the 'selected' button state and another image for the 'activated' button state. In addition to that it is foreseen that, similar to DVD-Video, buttons can be selected directly, e.g. through the numerical keys on the remote control.

This invention disclosure describes a solution for buttons that can be selected through the numerical keys on the remote control, but that don't have any image associated with the "button". In a sense, this allows to create "invisible buttons. An invisible button typically has an association with a single remote control key, e.g. '0' through '9', and in addition to that, it has button commands associated with the button. If the remote control allows to input numbers other than '0'-'9', e.g. 10, 11, ..., or -1, -2, -3, an invisible button can also have an association with such a multi-digit number.

Further, in one embodiment of the invention it is possible that one or more menu buttons are not displayable at all.

Amongst others, typical applications for this "invisible button" feature are multi-page menus, interactive games, or access control for content stored on a storage medium.

In case of multi-page menus, like for instance chapter menus, invisible buttons can be used to access chapters directly through remote control keys, without explicitly accessing the page that holds a visible button image for that chapter. This situation is shown in Fig.1. In the example, the multi-page menu consists of 3 menu pages, menu page 1 through 3. The menu allows users to have direct access to chapters on the disc. Menu Page 1 holds 3 visible buttons, namely "Chapter #1", "Chapter #2" and "Next". In addition to the visible buttons, menu page 1 also holds 4 invisible buttons, namely "Chapter #3", "Chapter #4", "Chapter #5" and "Chapter #6". If the user presses the "1" key on the remote control while Menu Page 1 is displayed, the visible button "Chapter #1" becomes activated. If the user presses the "4" key on the remote control, the invisible button "Chapter #4" becomes activated.

Because the number of chapters can be quite large, it is very beneficial if multi-digit numbers can be input through remote control keys.

Additionally, the visible buttons may be used as known from today's implementations. The user may select and activate one of the visible buttons, e.g. in Fig.1 the "Chapter #1" button or the "Chapter #2" button, by pressing a "Selection Up/Down" key, and separately activate the selected button

by pressing an "OK" key. Further, the user may switch to another menu page to be displayed, and select and activate one of the displayed menu buttons conventionally.

- 5 In the case of interactive games, invisible buttons can be used e.g. to let the user input some numbers that are used in multiple-choice games, but also to input some guessing result. One simple example of this application is a quiz game, where the user is asked to guess the age of the
10 actress, or to guess the year, when the automobile was invented.

Another advantage of invisible buttons is that menu items can be hidden, or secret. In disc media applications, this
15 can be used to protect e.g. adult or private content from unauthorized access. In such a situation it is beneficial if the numbers that are input will not become visible on the screen. Thus, invisible buttons can be used.

- 20 Further, this invention disclosure describes a solution to insert other graphical objects, not being a button, into a menu page layout.

Typical applications for this feature are menu screens that
25 come with a title line, as shown in Fig.1 and Fig.2, or some other explanation that is laid out on the screen, but that is not intended to be selectable. Fig.2 shows a menu screen including three button objects and a text field, with the text field being a non-button object. Other than
30 the button objects, non-button objects may not be selected or activated.

Both solutions together, invisible buttons and non-button objects, result in a solution that is more flexible than the menu system known from DVD-Video.

- 5 When the user presses on the remote control a key or key sequence corresponding to an invisible button, this can have two effects. In one embodiment of the invention, the invisible menu button is selected, and the selected menu button may be displayed on the screen. The associated
- 10 function is executed when the user gives a confirmation, e.g. presses an "OK" button. In another embodiment the invisible menu button is activated and the corresponding function is executed without user confirmation.
- 15 An example for a menu page composition segment for Blu-ray discs is given in Tab.1. The semantics of the fields of the menu page composition segment is identical to that given in Section "7.2.1 Page composition segment" of the DVB-ST standard for fields of the same name. Additionally, the
- 20 following semantic definitions apply.

All addressing of pixels is based on a coordinate system whose origin is defined by the top-left corner of the associated video. Pixel addresses increase from left to

25 right and from top to bottom. The dimensions of the associated video are defined as video_width x video_height.

Syntax		
menu page composition segment () {	Size	Type
sync byte		
segment type	8	bslbf
page id	8	bslbf
segment length	16	bslbf
page time out	16	uimsbf
selection time out	32	uimsbf
UOP mask	32	uimsbf
animation frame rate code	64	uimsbf
	4	uimsbf

page version number	4	uimsbf
page state	2	bslbf
reserved	6	bslbf
button offset number	8	uimsbf
num of buttons	8	uimsbf
num of numerical select buttons	8	uimsbf
default selected button	8	uimsbf
default activated button	8	uimsbf
num of graphics	8	uimsbf
for(button_id=0;button_id < num_of_buttons; button_id++) {		
visible flag	1	bslbf
reserved	7	bslbf
If(visible flag) {		
auto action mode	8	uimsbf
button horizontal address	16	uimsbf
button vertical address	16	uimsbf
neighbour_info() {		
upper button id	8	uimsbf
lower button id	8	uimsbf
left button id	8	uimsbf
right button id	8	uimsbf
}		
normal state info() {		
start region id normal	8	uimsbf
end region id normal	8	uimsbf
}		
selected state info() {		
start region id selected	8	uimsbf
end region id selected	8	uimsbf
}		
action state info() {		
start region id activated	8	uimsbf
end region id activated	8	uimsbf
}		
}		
num of button command bytes	8	uimsbf
for(i=0;i < num of button command bytes; i++) {		
button command data byte()		
}		
for(i=0;i < num of graphics; i++) {		
graphic horizontal address	16	uimsbf
graphic vertical address	16	uimsbf
graphic start region id	8	uimsbf
graphic end region id	8	uimsbf
}		

Tab.1: Exemplary menu page composition segment

The menu page composition segment may be signalled by setting e.g. `segment_type = 0x18`.

5 The `page_time_out` field indicates the time when the menu page composition segment becomes invalid, and the menu page should disappear from the screen. This value is measured in units of 90kHz clock relative from the beginning of this menu page composition segment's presentation time stamp (PTS) and shall be put on frame grid.

10

The `selection_time_out` field indicates the time when the button selection valid period ends. This value is measured in units of 90kHz clock relative from the beginning of this menu page composition segment's PTS and shall be put on
15 frame grid. This value shall be smaller than `page_time_out`.

The `UOP_mask` field indicates the mask that prohibits some user operations. Each bit refers to a user operation and Least Significant Bit (LSB) refers to user operation #0.
20 Each bit indicates prohibition of user operation as follows:

- 0b - Corresponding user operation is permitted
- 1b - Corresponding user operation is prohibited

25 The `button_offset_number` field indicates the button offset number applied to all `button_ids` to calculate the user button number.

30 The `num_of_buttons` field indicates the number of buttons in this menu page.

The `num_of_numerical_select_buttons` field indicates the number of buttons that can be selected numerically by the user within this menu page.

- 5 The `default_selected_button` field indicates the button number that is selected by default when presentation of the menu page starts. When this value is set to e.g. `0xFF`, no button is selected by default.

- 10 The `default_activated_button` field indicates the button number that is automatically activated when no button was activated by the user within the selection period. When this value is set to e.g. `0xFF`, no button is automatically activated.

15

The `num_of_graphics` field indicates the number of additional graphical elements in this menu page. A graphical element is not selectable by the user and has no associated commands.

20

If the `visible_flag` is set to '1' it indicates that a button has a visual representation. For all buttons with `button_id > num_of_numerical_select_buttons`, this flag is set to '1'. In other words, if a button is not numerical selectable, it shall be visible.

25

- The `auto_action_mode` field indicates the operation mode of a button: if it is 0, the state of the corresponding button is transferred to the selected state when that button is selected. Otherwise, if it is `0x1`, the state of the corresponding button is transferred to the activated state without displaying the selected button image when that button is selected.

30

The `num_of_button_command_bytes` field indicates the number of command bytes that are associated with the button.

5 The `button_command_data_byte()` field stores a single byte from a sequence of variable length BD-ROM commands. The sequence of commands is executed, when the corresponding button is activated.

10 The `graphic_horizontal_address` field specifies the horizontal address of the top left pixel of the graphical object. The specified horizontal position may be in the range between 0 and `video_width-1`.

15 The `graphic_vertical_address` field specifies the vertical address of the top left pixel of the graphical object. The specified vertical position may be in the range between 0 and `video_height-1`.

20 The `graphic_start_region_id` field specifies the ID of the first region, which may be presented for the graphical element.

25 The `graphic_end_region_id` field specifies the ID of the last region, which shall be presented for the graphical element. All regions with IDs between `start_region_id` and `end_region_id` shall exist; if `start_region_id` differs from `end_region_id`, that sequence of regions shall be presented cyclically with the animation frame rate described by `animation_frame_rate_code`.

30

In one embodiment of the invention it is possible that only non-button objects are displayed on a menu screen, while

- all buttons are invisible. When the user enters the menu mode by pressing an appropriate button, a non-button element, e.g. text or picture element, may be displayed in one region of the screen, indicating that menu mode is
- 5 active. The user may get the information about which key to press for activating a menu button from another source, e.g. manual, or may have learned it from previous usage of the menu. E.g. it may also be possible to toggle the mode of one or more menu buttons between visible and invisible.
- 10 Advantageously, with the inventive menu the currently presented video is less disturbed while the menu is accessed, e.g. for changing presentation preferences like subtitle language or font.
- 15 Advantageously, the invention also provides the possibility to give aural feedback to the user. If a button is either in the "selected" state or in the "activated" state, it may be assigned a sound identifier associated with a sound, which may be stored on the storage medium. The associated
- 20 sound is played back when the button enters the respective button state. In one embodiment of the invention the associated sound is played back repeatedly, as long as the button is in the respective state.
- 25 The invention may be used particularly for menus stored on Blu-ray discs, but also DVD or other optical or non-optical high-capacity storage media. Further, it is interesting for prerecorded media, i.e. read-only media or write-once media.

30

Claims

1. A method for representing one or more menu buttons for an electronic menu, the menu button having an associated state, wherein the possible states associated with a button may comprise unselected, selected or activated state, wherein
- data representing the menu items and the menu buttons are stored on a storage medium;
 - a menu button for an existing menu function may be not represented on the display; and
 - a menu button not represented on the display may be selected or activated by pressing a key or key sequence on a remote control.
2. Method according to claim 1, wherein one or more menu buttons or menu items have a static state and no associated function.
3. Method according to any of the previous claims, wherein a sound or sound sequence may be associated to a state of a menu button, the sound or sound sequence being played back upon entry of the button into the associated state.
4. Method according to any of the previous claims, wherein the display position of a menu button is determined by a region identifier, the region identifier being stored on said storage medium.
5. Method according to any of the previous claims, wherein the data structure on said storage medium contains a data segment defining the page

composition, the data segment containing said data representing the menu items and the menu buttons.

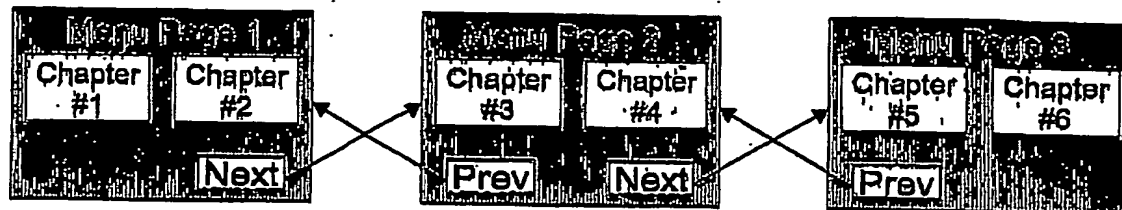
- 5 6. Method according to any of the previous claims, wherein said storage medium is an optical storage medium.

Abstract

Optical storage media often contain data structures for a menu suitable for selection of a title, a chapter, a
5 parameter or others. Such menus usually comprise a number of buttons to be displayed, with each button having a state. Possible states of buttons are e.g. "unselected", "selected" or "activated". According to the invention, the menu may contain buttons that can be selected through the
10 numerical keys on the remote control, but that don't have any images or text associated. This allows creating "invisible buttons". Further, a sound or sound sequence, e.g. melody or click, may be associated to a buttons state, and may be played back when the button enters this state.
15 Such menu data may be stored e.g. on a Blu-ray disc.

Fig.1

Visible Buttons:



Invisible Buttons:

Chapter #3
Chapter #4
Chapter #5
Chapter #6

Chapter #1
Chapter #2
Chapter #5
Chapter #6

Chapter #1
Chapter #2
Chapter #3
Chapter #4

Fig.1

Non-Button Object(s)

Button Object(s)

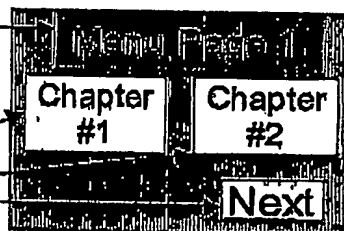


Fig.2

PCT/EP2004/002997

